

ReadySoft Presents an Epicenter Interactive Production

DON BLUTH'S

# DRAGON'S LAIR® II:

## TIMEWARD

READYSOFT

### PC CD-ROM

Requires: CD-ROM Drive (Double Speed), Pentium or  
Faster, SVGA, 8Mb RAM  
Supports: Joystick, Keyboard, Win '95 Compatible  
Sound Card



# DRAGON'S LAIR® II

## PC & Compatibles

### System Requirements

Pentium processor, 8Mb RAM, double speed or faster CD-ROM, Windows '95™

### Recommended

Quad-speed or higher CD-ROM, 16Mb RAM, Windows '95™ compatible sound card, compatible joystick, Windows accelerated PCI video card

### Installation

To install **Dragon's Lair II: Time Warp** you need only to insert the CD, wait a few seconds for the startup dialog box to appear, and press the INSTALL button. You may need to restart your computer after the setup process, depending on what the install program tells you to do. If you plan to use a joystick (recommended), do not forget to set it up! You can do this in the control panel.

### Running the Game

Each time you insert the CD, you will be prompted automatically to INSTALL, PLAY or QUIT. If you have already installed the game (by pressing the INSTALL button), you can press PLAY and begin the game. You can also start the game by inserting the CD and double clicking the "DL II" icon that will appear in the "My Computer" folder on your desktop.

The game will automatically pause whenever you switch to another application or minimize the window. To resume play, switch back to the game.

### Performance Issues

In order to do justice to the original animation of **Dragon's Lair II: Time Warp**, this game has been designed around the excellent Indeo™ image compression built into Windows '95™ and Microsoft's DirectX™ drivers. This allows for high color video playback which you can take full advantage of with today's Pentium processors.

You can play the game in 256 color mode, or higher. The 24 bit color modes are too slow on most video cards to be used in this game. If your system can handle it, we recommend 16 bit 640 x 480 for crisp and colorful playback.

You can change your video mode by adjusting the display settings in your control panel.



## **Draw Modes**

If you select 'Full Screen' from the menu while playing a game, all the window controls (including the menu) will disappear. You can hit the 'Esc' key to switch back to window mode.

## **Controls**

There are two ways of controlling Dirk, either by using the joystick or the numeric keypad on your keyboard. The directions you will need when using the numeric keypad are UP(8), DOWN(2), LEFT(4) and RIGHT(6). To use Dirk's sword press the FIRE button on the joystick or the (0) on the keypad.

## **HINTS**

**Note: You must pick up ALL objects throughout your time travels (ie. bow, key, hour glass etc) to finish the game.**

## **Home Sweet Home**

As word of Princess Daphne's kidnapping hits home, Dirk has to rescue her or face his mother-in-law's fury. As Dirk enters the all too familiar castle, he will come face to face with his only chance to save the Princess - an old time machine. After getting a drink from the well, Dirk is whisked away in search of his lost Princess.

## **Ancient Times**

Dirk's first stop is in an ancient time filled with lava, strange birds, dinosaurs and Mordroc the Evil Wizard. Dirk must take flight and fight off his share of tiny and not so tiny birds; only to lose the Princess to Mordroc a second time. After a timely escape from the jaws of a massive dinosaur, Dirk continues on his quest.

## **Through The Mirror**

Once Dirk's time machine takes him into this strange land with soldier cards and fire breathing dragons, you will have to remain one step ahead. Fighting off the Queen of Hearts and leaping from the taunting Cat are the least of Dirk's worries. Princess Daphne is within reach.

## **No Visitors**

In a new foreign land, Dirk needs to fend off the Snake Brothers and the unwanted affections of Eve. Will the bite of an apple ruin Dirk's chance at rescuing his Princess? Be careful as Eve is quite the hugger!

## **Piano Solo**

Dropped onto the grand piano, a mouse sized Dirk has to escape the clutches of his feline friend if he hopes to ever see Princess Daphne again. Only Dirk's quick reflexes and masterful sword-play can help you now!



## **Mummies All Around**

Sailing into an ocean of sand, Dirk knows that Princess Daphne awaits ahead. Before he can reach her, Dirk needs to fend off a merciless spider attack and an unfriendly Mummy. Will he finally rescue his bride or does the Evil Wizard Mordroc have another trick up his sleeve?

## **Come and Get Her**

Dirk corners Mordroc, thus forcing the Evil Wizard to place the Death Ring on Daphne's finger; she will then be lost forever. Only if Dirk is brave enough to remove the Ring can he ever hope to see her again.

## **Awakened With a Kiss**

When Dirk kisses his Princess again will she awaken? Just a few tiresome pests to rid of and you can finally return home. Happy at last!

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**Mon. - Fri., 9 AM - 5 PM E.S.T.**

When calling, please be near your computer if possible. ReadySoft has a 24 hour, 7 day a week BBS available for customer inquiries, support and files. The BBS number is **(905) 475-4803**.



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# Defeat The Evil Wizard!

Princess Daphne has been spirited away to a wrinkle in time by the Evil Wizard Mordroc who plans to force her into marriage. Only you, Dirk the Daring, can save her.



Transported by a bumbling old time machine, you begin the rescue mission. But you must hurry, for once the Casket of Doom has opened, Mordroc will place the Death Ring upon Daphne's finger in marriage and she will be lost forever in the Time Warp!

Be the first to play this sequel to the classic animated adventure - **Dragon's Lair!** Dragon's Lair II: Time Warp features full-screen animation and CD quality sound complete with every scene from the original laser disc arcade version.

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